

## 3D Modeling and Animation



Project Title	3D Modeling and Animation
Project Summary	Use your 3D modeling and animation skills to create realistic human characters that will be used in training activities at the Foreign Service Institute!
Country	United States

## Project Description

The FSI EdTech Innovation Lab is developing a virtual audience that required several 3D human characters to be modeled and animated with natural body language. We are looking for someone to create assets for the project. You would create a cast of diverse, accurate humans and animate them with an array of natural body language.

## Required Skills or Interests

Skill(s)  
Coding  
Graphic design

## Additional Information

We are looking for someone with proficiency in Autodesk Maya or Blender and the Unity3D engine.

About FSI:

<https://www.state.gov/bureaus-offices/under-secretary-for-management/foreign-service-institute/>

About the Lab:

The FSI Innovation Lab enables experimentation and innovation by incorporating advanced technologies into FSI's learning infrastructure. To deepen understanding and the use of dynamic technologies, the Innovation Lab

is a forward-thinking space for instructors to experiment with 21st century technologies, push creativity with new software/hardware, cultivate pilot projects, and lead the way in designing new technology-enabled instructional activities and practices.

## **Language Requirements**

*None*